

---

Subject: Re: Drawing / Painter Difference, Usage, Manual

Posted by [mirek](#) on Sun, 27 Jun 2010 10:53:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

kohait00 wrote on Sun, 27 June 2010 03:58 hey mirek, thanks a lot..

this clarifies quite well the sort of questions i had. the rest can be done by digging in code.

my problem is actually, that to understand code, i need at least to understand / know the intention, big model. later infos from code diggin will fit in that.

though Upp is nice to read (i really like the code style), there are some places that are not thaaaaat easy to grasp, painter / stuff and chameleon beeing some examples for it.

but this more and more gets better.

Quote:

That is why I hope you will provide some too (doku)

how do you expect me to provide doku infos? (which format) or is that as well covered in the "how to contribute"? (i'll take a look again..)

Basically, after obtaining svn rights (not sure you have them already), you can use Topic++ to write documentation (either reference of classes/methods in "src" or "big picture" in "srcdoc" and commit them into main svn tree. After that, they become available in next U++ release.

---